

an acoustical enclosure;

an acoustical treatment to said enclosure; and

interconnections for all necessary cabling to  
operate audio and video equipment within said enclosure;

said audio space having the ability to be duplicated, while  
ensuring acoustical specifications are adhered to.

--14. (Added) The audio space of claim 13, further  
comprising:

one or more audio spaces;

interconnection between said audio spaces;

machine room;

multiple digital audio workstations (DAW);

multiple tactile control surfaces for said DAW;

multiple audio mixing consoles;

multiple audio processors; and

central audio/video storage facility (CAVS).

--15. (Added) The audio space of claim 14, wherein said audio space has a Local Area Network to support interconnection and inter-communication between said audio spaces, DAWs, CAVs, and other audio and video equipment.

--16. Duplicated Audio processing equipment, identically configured to provide exactly matched capabilities inter and intra facilities comprising:

identically configured DAW systems;

identical tactile work surface systems;

matched audio consoles;

tightly coupled consoles; and

identical IP and Non-IP based audio processing systems.

--17. (Added) The system of claim 16, further comprising means for interconnecting tactile work surfaces allowing the assignment of discrete components to be remotely manipulated and assigned from and to any facility.

--18. (Added) The duplicated audio mixing and editing work surface of claim 16, comprising:

network based audio editing workstations coupled to network based tactile work surfaces; and

an apparatus allowing for fader control and/or other audio processing controls on one or more tactile work surfaces or audio mixing consoles to be operated remotely and/or locally between facilities.

--19. (Added) The duplicated audio processing equipment of claim 16, further comprising:

a Local Area/Wide Area Network configured to assure bandwidth requirements between multiple DAW (digital audio workstations) and their associated tactile work surfaces within a single facility or across a Wide Area Network to remote facilities comprising:

high-speed routers;

network hubs;

physical network cables;

interconnections to third party networks;

interconnections to the World Wide Web and  
Internet connectivity; and

audio and video content servers in support of  
all DAW systems and mixing consoles.

--20. (Added) The duplicated audio processing equipment  
of claim 16, further comprising:

a Local Area/Wide Area Network configured to provide  
switching capability between all local DAW systems and  
all local tactile work/control surfaces internal to a  
single facility and/or across the network to multiple  
remote facilities comprising:

high-speed routers network hubs physical  
network cables;

interconnections to third party networks;

interconnections to the World Wide Web and  
Internet connectivity; and

audio and video content servers in support of  
all DAW systems and mixing consoles.

--21. (Added) A Local Area/Wide Area Network configured to provide high-speed thruput to accommodate audio and video data from a central content management system to any local DAW system or mixing console internally in a single facility and/or across a network to remote facilities.

--22. (Added) The Local Area/Wide Area Network of claim 21, further comprising:

*sub-D1*  
*cont* → one or more fiber or other high-speed network based audio and video content servers;

redundant servers providing redundant data paths to all DAW systems (as required); and

management console providing monitoring and management of all Servers on the network.

--23. (Added) The Local Area/Wide Area Network of claim 21, further comprising a central storage apparatus capable of transmitting and duplicating local content across a Wide Area Network to similar Central Storage apparatus at other networked facilities.

--24. (Added) An apparatus comprising a multiplexer/demultiplexer and/or a compression apparatus to encode and decode audio data streams sent externally from one